



virtual or mixed reality of an industrial process

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M Fiorentino, R de Amicis, G Monno, ... - ... and Augmented Reality ..., 2002 - ieeexplore.ieee.org

... state of the art is not specifically developed for a proper **industrial** use, because it ... possibilities offered by Augmented **Reality** in strong conjunction with interaction in **Virtual Reality** for free ...

Proceedings of the International Symposium on **Mixed** and Augmented **Reality** (ISMAR'02) 0 ...

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P Milgram, H Takemura, A Utsumi, F Kishino - SPIE 2351-34 ( ..., 1994 - Citeseer

... during the first author's 1993-94 research leave from the **Industrial** Engineering Department ... RV) continuum, which ranges from completely real environments to completely **virtual** environments, and encompasses a large class of displays which we term "**Mixed Reality**" (MR). ...

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[ntru.edu.tw \[PDF\]](#)

JR Wilson - Applied Ergonomics, 1999 - Elsevier

... and application pull, with de- velopment directed towards providing what is actually required by the potentially large **industrial**, educational and ... A taxonomy of **mixed reality** visual displays. ... Factors influencing spatial awareness and orientation in desktop **virtual** environments. ...

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B Schwald, B De Laval - Journal of WSCG, 2003 - Citeseer

... Proceedings of ISMAR 2002 – International Symposium on **Mixed** and Augmented **Reality**, pp. 261-262, 2002. ... IWAR, 98 - 1rst International Workshop on Augmented **Reality**. ... Virtual Environments 99, Proceedings of the Eurographics Workshop, Vienna, 1999. ...

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M Träskbäck, M Haller - ... international conference on Virtual Reality ..., 2004 - portal.acm.org

... Graphics, **virtual** information from ... 6 Conclusions and Discussion When developing **mixed reality** applications for a safety- critical large outdoor **industrial** environment, there are several requirements that need to take into account addition to the basic user requirements. ...

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Augmented foam: A tangible augmented reality for product design

W Lee, J Park : ... Symposium on Mixed and Augmented Reality, 2005 - portal.acm.org

... [7] Fiorentino, M., de Amicis, R., Monno, G., Stork, "A. Sapcedesign: A **Mixed Reality** Work-space for Aesthetic **Industrial Design**," ISMAR2002, 2002; 86-94. [8] Lee, S., Chen, T., Kim J., Kim, GJ, Han, S., Pan Z. "Using **Virtual Reality** for Affective Properties of Product Design ...

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Authoring of a mixed reality assembly instructor for hierarchical structures

www.adu.gov

J Zauner, M Haller, A Brandl, W ... · ... and Augmented Reality, ..., 2003 - ieeexplore.ieee.org

... **Mixed Reality** allows a smooth combination of the real and the **virtual** world. ... the user doesn't have to make a logical connection between the physical world and the **virtual** description of the ... A goal of this paper is to point out the easy authoring capabilities of the **Mixed Reality** ...

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[PDF] Tiles: A mixed reality authoring interface

www.edu [PDF]

Poupyrey, D Tan, M Billinghamst, H Kato, H ... - INTERACT 2001, 2001 - Citeseer

... thought it promising enough to start evaluating its feasibility in real **industrial** applications. ...

introduced in Tiles can be easily extended to other applications that require **mixed reality**.

would track users' hands and allow the user to touch and scale **virtual** objects directly ..

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Augmented reality for programming industrial robots

nsu.edu [PDF]

T. Pettersen, J. Pfeffley, C. Skourup, T. ... - ... Augmented Reality, 2003 - portal.acm.org

... [3] U. Neuman, J. Park, "Extendible Object-Centric Tracking for Augmented Reality", Proceedings of Virtual Reality Annual International Symposium 1998 ... Proceedings of the Second IEEE and ACM International Conference on Intelligent Multimedia Communications, pp. 1-7, 1998.

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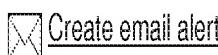
www.Virtual-Reality-Doc.net, zweckentfremd, nutzen und ausnutzen

Journal of Health Politics

[PDF] Virtual Reality: Do not augment realism, augment relevance

... ID magnitude D | Figure 3: Predictions on the ratio's between involvement (I) and distance (D) while experiencing a (**virtual**) situation. ... Understanding and Constructing Shared Spaces with Mixed-reality Boundaries. ... of DARE 2000 on Designing Augmented Reality Environments .

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